Code :R7321906

III B.Tech II Semester(R07) Regular & Supplementary Examinations, April/May 2011 DESIGN & ANALYSIS OF ALGORITHMS

(Electronics & Computer Engineering)

Time: 3 hours Max Marks: 80

Answer any FIVE questions All questions carry equal marks

- 1. (a) Discuss in detail about the performance evaluation of an algorithm.
 - (b) Explain in detail about the various Asymptotic Notations.
- 2. (a) Let $S_1 = \{1, 7, 8, 9\}, S_2 = \{2, 5, 10\}, \text{ and } S_3 = \{3, 4, 6\}.$ Draw the possible tree representations for the above sets.
 - (b) What is degenerative tree. Explain it with suitable example.
- 3. (a) Write a iterative quick sort algorithm to sort a set of elements. Explain it with an example.
 - (b) Write the control abstraction for Divide and Conquer.
 - (c) Write a short notes on Stressen's matrix multiplication.
- 4. (a) Write a faster algorithm for job sequencing problem.
 - (b) Explain with example, the procedure to find the minimum cost spanning tree by using prim's algorithm.
- 5. (a) Give brief description about the All pairs shortest paths problem.
 - (b) Write a detailed note on the general method of dynamic programming.
- 6. (a) Write an algorithm to generate the next color for graph coloring problem.
 - (b) Draw a state space tree for 4-node graph for 3 colors.
 - (c) Write a recursive backtracking algorithm.
- 7. Consider the travelling salesperson instance defined by the cost matrix.

| α | 20 | 30 | 10 | 11 |
|----------|----------|----|----------|----|
| 15 | α | 16 | 04 | 02 |
| 03 | 05 | α | 02 | 04 |
| 19 | 06 | 18 | α | 03 |
| 16 | 04 | 07 | 16 | α |

- (a) Find the reduced cost matrix.
- (b) Draw the state space tree.
- (c) Find the minimum cost path.
- 8. (a) Explain the non deterministic sorting and searching algorithms.
 - (b) Discuss in detail the different classes in NP-Hard and NP-complete.

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- 1. (a) Define an algorithm. What are the criteria that should be followed to satisfy an algorithm. Identify the areas where to study the algorithm.
 - (b) Give brief description about the Pseudocode conventions.
- 2. (a) Explain the different operations that can be performed on sets. Present an algorithm for union with weighting rule.
 - (b) Explain the different storage representation techniques of sets with suitable example.
- 3. (a) Explain with example, the merge sort technique to sort a set of elements.
 - (b) Prove that the average case time complexity of quick sort is $O(n \log n)$.
- 4. (a) Explain with example, the procedure to find the minimum cost spanning tree by using kruskal's algorithm.
 - (b) Discuss in detail about the general method of a greedy technique.
- 5. Generate the Optimal Binary Search Tree from the following data: n=4, $(a_1,a_2,a_3,a_4)=(do, int, if, while)$. Let P(1:4)=(3,3,1,1) and q(0:4)=2,3,1,1,1) and initially w(i, i)=q(i), c(i, i)=0 and $r(i,i)=0,0 \le i \le 4$.
- 6. (a) Let w=(5,7,10,12,15,18,20) and m=35. Find all possible subsets of w that sum to m.
 - (b) Write a short notes on graph coloring.
- 7. (a) Draw the state space tree for travelling sales person problem with n=4 and $i_0=i_4=1$.
 - (b) Solve the following knapsack problem by using LCBB with n=4, $(p_1,p_2,p_3,p_4)=(10,10,12,18)$, $(w_1,w_2,w_3,w_4)=(2,4,6,9)$ and m=15.
- 8. Explain the following:
 - (a) Decision problem.
 - (b) Clique
 - (c) Non deterministic machine
 - (d) Satisfiability.

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- 1. (a) Write an algorithm for finding the Fibonacci sequence of given number by using iterative method and also write the step table for the same.
 - (b) Write a short notes on the following:
 - i. Big-Oh Notation
 - ii. Omega Notation
 - iii. Theta Notation
- 2. (a) Union (1,2), union (2,3), union (3,4), union (4,5), union (n-1,n) and find (1), find (2),......find (n). Draw the degenerative tree for the above sequence of operations.
 - (b) Write simple algorithms for union and find.
 - (c) Write an algorithm for find operation using collapsing rule.
- 3. (a) Explain the general method of Divide and Conquer and present a control abstraction for the same.
 - (b) Write a short notes on stressen's matrix multiplication.
- 4. (a) Write an algorithm to generate the minimum cost spanning tree by using kruskal's technique. Explain it with suitable example.
 - (b) Give brief description about the single source shortest paths.
- 5. (a) Write an algorithm to find the minimum cost binary search tree.
 - (b) Explain merging and purging rules with suitable examples.
- 6. (a) Write a recursive backtracking algorithm for sum of subsets problem.
 - (b) Draw the state space tree for moloring when n=3 and m=3.
 - (c) Write an algorithm to estimate the efficiency of backtracking technique.
- 7. (a) Write the control abstraction for LC-search.
 - (b) Explain in detail about FIFO branch and bound and LC Branch and Bound.
- 8. Give brief description about the cooks theorem.

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- 1. (a) Write an algorithm to find the magic square of a given number.
 - (b) Give brief description about randomized algorithms.
- 2. (a) Give brief description about the bi connect components.
 - (b) Define spanning tree. Explain the different set operations with suitable examples.
- 3. (a) Write an algorithm to sort a set of elements by using quick sort technique.
 - (b) Sort the following array of elements by using merge sort technique (179,285,310,351,652,254,423,861,450,520)
- 4. (a) Write a greedy algorithm to generate shortest paths.
 - (b) Presents an algorithm to generate the minimum cost spanning tree by using prim's technique. Explain it with suitable example.
- 5. (a) Find the optimal solution to the following knapsack problem by using dynamic programming. Let n=3, $(w_1,w_2,w_3)=(2,3,4)$, $(p_1,p_2,p_3)=(1,2,5)$.
 - (b) Write an informal knapsack algorithm by using Dynamic programming.
- 6. (a) Draw the solution space organization for the sum of subsets for n=4, $(w_1, w_2, w_3, w_4)=(11,13,24,7)$ and m=31.
 - (b) Explain in detail the sum of subsets problem by using dynamic programming.
- 7. (a) Explain the least cost search technique with example.
 - (b) Discuss in detail about the bounding in Brand and Bound.
- 8. Write the non deterministic algorithms of the following:
 - (a) Knapsack problem.
 - (b) Clique
 - (c) Satisfiability.